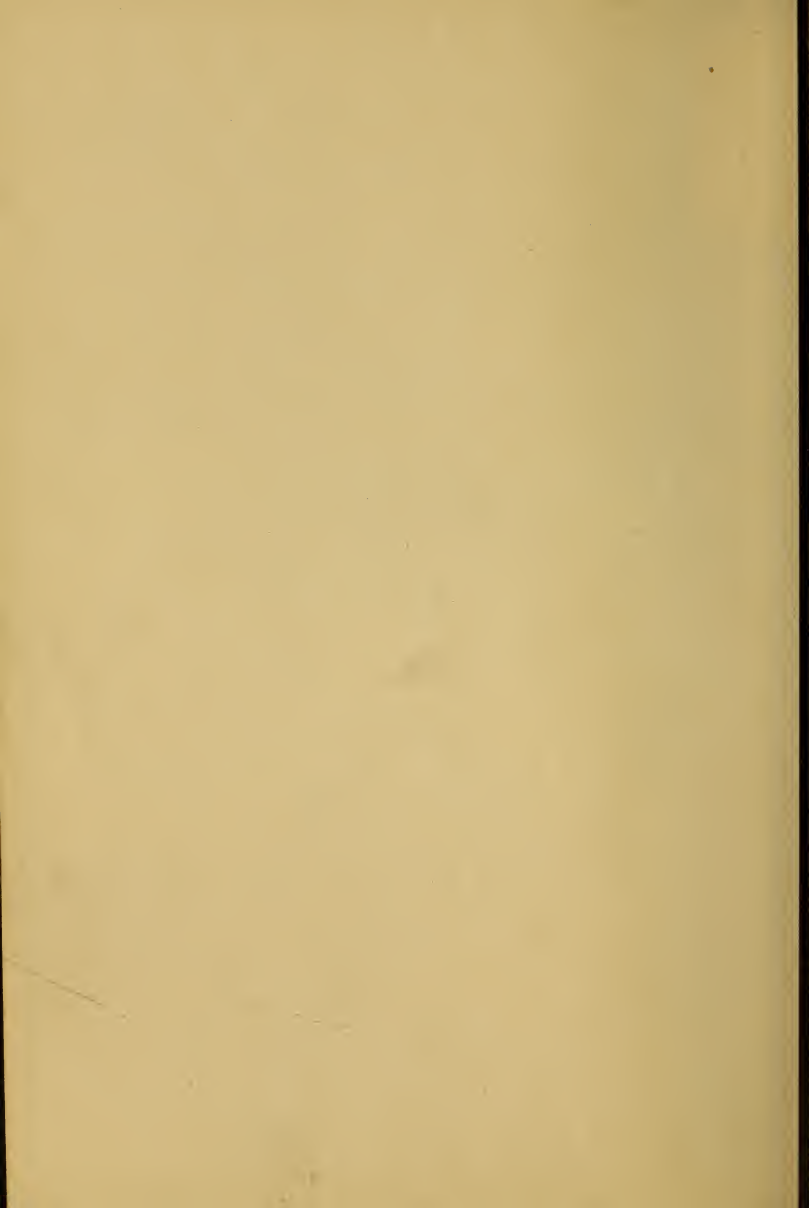


GV 955

043

1904

Set 3



official  
"

# FOOT BALL RULES

Copyright, 1904, by American Sports Publishing Co.



GV953  
①43

LIBRARY of CONGRESS  
Two Copies Received  
SEP 8 1904  
Copyright Entry  
*Aug. 9, 1904*  
CLASS & Xxc. No.  
*93823*  
COPY B

21

## Changes in Rules

The changes in the rules for 1904 in the main affect most seriously the scrimmage development. Last year, between the two twenty-five yard lines in the middle of the field a team was restricted to seven men in the line, but inside the twenty-five yard line, that is, nearer the goal line, the old formations were admissible. In 1903 the quarter-back could run only when in the middle of the field, that is, between the two twenty-five yard lines, and that meant when only seven men were on the rush line or line of scrimmage. This year a team never can have less than six men on the rush line, and if only six are on the rush line, then one of the men who plays behind the line must be outside the man occupying the position on the end of the line of scrimmage. But it is admissible to run the quarter-back at any time and in any part of the field so long as the above provision is complied with, and so long as he runs at least five yards outside of the spot where the ball was put in play. Just what developments this will bring about it is impossible for anyone to say until experiments have been tried in actual play; but, just as teams found last year that altering the grouping of the men behind the line as possible interferers made it necessary to use heavier men back of the line as half-backs and backs, so it is likely under the rules of 1904 it will be equally desirable to have two of the men at least who make up the body of three backs, heavy and powerful.

The change next in importance is probably that regarding scoring, for, under the rules of 1904 a field-kick goal, instead of scoring five points as it has for many years, will count but four. This will be true, whether the goal is made by a drop kick, or a place kick from fair catch or a kick from placement in the scrimmage.

The other changes are of lesser moment and are as follows:

The umpire shall have some kind of a call distinguishing his signal from that of the referee and the play will continue in spite of the umpire's call until the ball is dead, and then the referee will inflict the penalty called for by the umpire's decision. In case the side which has been offended against desires to refuse the penalty, they may do so and take the distance that they have gained.

Another rule regarding the scrimmage makes any deliberate attempt to draw the opponents off side by a false start void, by declaring that if the ball is then snapped after such a performance it shall not be regarded as in play or the scrimmage begun.

The rule about which there was some discussion last year, namely, the one regarding kick-off or choice of goal, has been made clearer and

provides that if the winner of the toss selects the goal, the loser of the toss must take the kick-off.

The penalty for kicking out of bounds twice in succession has been lessened, the ball going as a down to the opponents on the thirty-five yard line instead of on the twenty-five yard line.

In case of interference with a man making a fair catch, the offended side can have their choice of putting the ball in play by a scrimmage, in which case they receive fifteen yards or putting it in play by a free kick, in which case they can have but five yards. The same is true regarding a man who has been thrown to the ground after making a fair catch.

The duties of a linesman are narrowed once more, and in addition to his regular measuring of distance, he is only required to penalize a side if the ends are off-side on a kick or for tripping an end going down the field after the kick, or any player for roughing the full-back.

Apart from these alterations there is nothing of moment, except regarding penalties. These have been grouped into two general classes, viz., those receiving a distance penalty, and those where some other penalty than a distance penalty is given.

Under those of distance penalties there are two groups:

First. Those where the loss is five yards; and,

Second. Those where the loss is fifteen yards.

*A side loses five yards for—*

Coaching or infringement of any part of Rule 27(f);

Delay of game;

Interference with putting the ball in play;

Off-side in the scrimmage;

Starting before the ball is put in play in the scrimmage;

Violation of scrimmage rule as specified in Rule 18(b);

Snapper-back off-side the second time in the same down;

Passing or batting the ball forward;

Unsportsmanlike conduct;

Holding by defensive side of the player not carrying the ball;

Snapper-back or man opposite touching the ball before it has touched a third man;

Piling up on a player after the ball has been declared dead.

*A side loses fifteen yards for—*

Tripping, holding, or unlawful use of hands or arms by the team in possession of the ball;

Illegal running by the man receiving the ball from the snapper-back; that is, the quarter-back;

Interference with fair catch.

Outside of distance penalties, disqualification is given for unnecessary roughness. The game is forfeited if a side refuses to play within two minutes after being ordered to by the referee, or if a team on the defense commits repeated fouls when near their own goal line in order to delay the game.

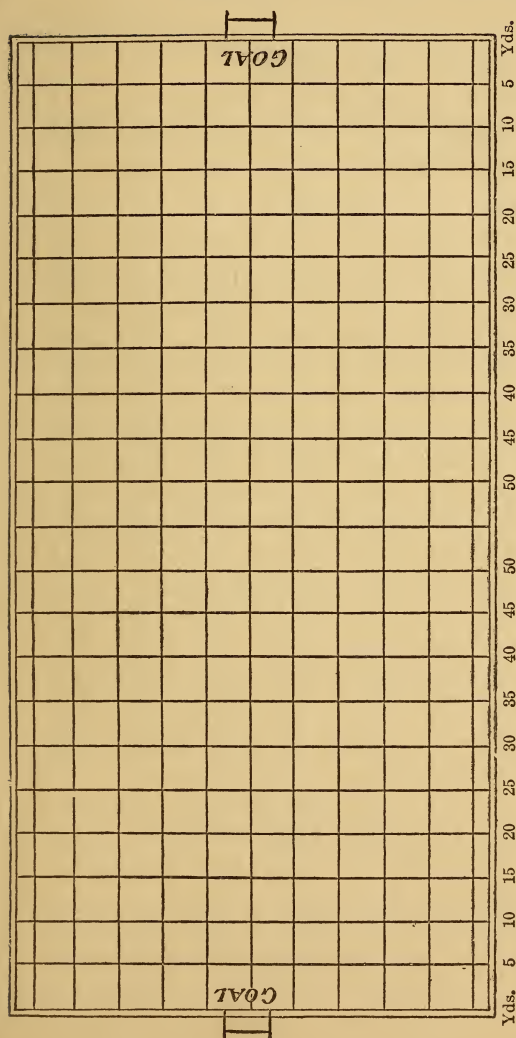


DIAGRAM OF FIELD.

Foot ball rules for the season of 1904 provide that when the ball is put in play in a scrimmage, the first man who receives the ball, commonly known as the quarter-back, may carry it forward beyond the line of scrimmage, provided in so doing he crosses such line at least five yards from the point where the snapper-back put the ball in play. As the field is now marked off with white lines every five yards parallel to the goal line, for measuring the five yards to be gained in three downs, under the rules of 1904 additional white lines, five yards apart, parallel to the side lines, should be marked, running from one goal line to the other, in order to assist the referee in thus determining whether the quarter-back runs under the rules or not. Thus the foot ball field is changed from the gridiron as in 1902 to what now resembles a checkerboard, and the above diagram shows exactly how the field should be marked. As the field does not divide into five-yard spaces evenly in width, it is wise to run the first line through the middle point of the field and then mark off the five yards on each side from that middle line. In order to save labor it may be advisable to omit the full completion of the longitudinal lines and the object of these lines is accomplished if the points where they would intersect the transverse lines are distinctly marked, say, by a line a foot long.

## Foot Ball Rules

Copyright, 1904, by American Sports Publishing Co.

### EQUIPMENT, OFFICIALS, ETC.

#### RULE 1.

Field. (a) The game shall be played upon a rectangular field, 330 feet in length and 160 feet in width, enclosed by heavy white lines marked in lime upon the ground. The lines at the two ends shall be termed goal lines. The side lines shall extend beyond their points of intersection with the goal line. The goal shall be placed in the middle of each goal line, and shall consist of two upright posts exceeding 20 feet in height and placed 18 feet 6 inches apart, with horizontal cross-bar 10 feet from the ground.

Players. (b) The game shall be played by two teams of eleven men each.

Officials. (c) The officials of the game shall be a Referee, an Umpire and a Linesman.

*NOTE—The duties of each official are stated in Rule 29.*

Ball. (d) The foot ball used shall be of leather, enclosing an inflated rubber bladder. The ball shall have the shape of a prolate spheroid.

*NOTE—It is desirable to have two stop-watches for the timekeepers, a whistle for*



*the referee and a horn or a bell of some kind for the umpire, in order to distinguish his call from that of the referee. It is also desirable to have the field marked off with white lines every 5 yards, parallel to the goal line, for measuring the 5 yards to be gained in 3 downs, and to provide two light poles about 6 feet in length and connected at the lower ends by a stout cord or chain exactly 5 yards long. In addition to this the field should be marked off with white lines 5 yards apart, parallel to side lines, in order to assist the officials in judging whether the first man who receives the ball crosses the scrimmage line a sufficient distance from where the ball was put in play. Instead of having those lines continuous it may be sufficient to mark only the cross lines above named at the points where they are crossed by these lines.*

*In measuring, the forward point of the ball, in its position when declared dead, not its center, shall be taken as the determining point.*

## DEFINITION OF TERMS.

### RULE 2.

#### METHODS OF KICKING THE BALL.

(a) A *Drop-kick* is made by letting the Drop-kick. ball drop from the hands and kicking it the instant it rises from the ground.

Place-kick. (b) A *Place-kick* is made by kicking the ball after it has been placed on the ground.

Punt. (c) A *Punt* is made by letting the ball drop from the hands and kicking it before it touches the ground.

Kick-off. (d) A *Kick-off* is a place-kick from the center of the field of play, and cannot score a goal. (Rule 8.)

Kick-out. (e) A *Kick-out* is a drop-kick, place-kick or punt made by a player of the side which has made a safety or a touchback.

Free-kick. (f) A *Free-kick* is a term used to designate any kick when the opponents are restrained by rule from advancing beyond a certain point before the ball is put in play.

*NOTE—Under a Free-kick are included Kick-off (Rule 2, d), Kick-out (Rule 2, e) Punt-out (Rules 5 and 25); Kick from a Fair Catch (Rule 7), and Place-kick for Goal after a touchdown (Rules 4 (a) and 25). Any player of the side having the Free-kick may put the ball in play.*

### RULE 3.

Out of bounds. (a) The ball is *Out of Bounds* when it touches the ground on or outside the side line or side line extended, or when any part of the player who holds the ball touches the ground on or outside the side line or side line extended.

(b) If the ball is kicked so that it goes

out of bounds before crossing the opponents' goal line, it shall belong to the opponents at the point where it crossed the side line. If, however, it strikes any player who is on side and then goes out of bounds, it shall belong to the player who first obtains possession of it.

#### RULE 4.

(a) A *Touchdown* is made when the ball *Touchdown.* in possession of a player is declared dead by the referee, any part of it being on, over or behind the opponents' goal line.

(b) The point where the touchdown is marked, however, is not where the ball is carried across the line but where the ball is fairly held or called "down."

*NOTE—If the ball is carried across the extension of the side line it is at once dead, and the touchdown is marked at the point where the side line crosses the goal line.*

(c) A *Touchback* is made when the ball *Touchback.* in possession of a player guarding his own goal is declared dead by the referee, any part of it being on, over or behind the goal line, provided the impetus which sent it to or across the line was given by an opponent. The referee shall declare the ball dead when the player in possession of the ball cries "down," or touches it down, or as provided for in Rule 20.

Safety. (d) A *Safety* is made when the ball in the possession of a player guarding his own goal is declared dead by the referee, any part of it being on, over or behind the goal line, provided the impetus which caused it to pass from outside the goal to or behind the goal line was given by the side defending the goal. Such impetus could come: (1) from a kick, pass, snap-back or fumble; (2) from a kick which bounded back from an opponent; (3) in case a player carrying the ball is forced back, provided the ball was not declared dead by the referee before the line was reached or crossed.

A safety is also made when a player of the side in possession of the ball commits a foul which would give the ball to the opponents behind the offender's goal line; also when the ball, kicked by a man behind his goal line, crosses the side line extended behind the goal line.

### RULE 5.

Punt-out. A *Punt-out* is a punt made by a player of the side which has made a touchdown to another of his own side for a fair catch. (Rule 7.)

### RULE 6.

Scrimmage. (a) A *Scrimmage* takes place when the holder of the ball places it upon the ground and puts it in play by kicking it forward or

snapping it back. The scrimmage does not end until the ball is again declared dead.

The ball is always put in play from a scrimmage, except in cases where other specific provision is made by the rules.

*NOTE*—*Snapping the ball means putting it back by means of hand or foot with one quick or continuous motion from its position on the ground.*

(b) If, after the snapper-back has taken Feint to his position, he should voluntarily move the snap the ball. ball as if to snap it, whether he withholds it altogether or only momentarily, the ball is in play, and the scrimmage has begun.

(c) When snapping the ball back, the Snapper-back player so doing must be on side, the hand off-side. or foot used in snapping the ball excepted. (Rule 10.)

(d) If any player of the side in possession of the ball makes any deliberate attempt, by a false start or otherwise, to draw the opponents off-side, the ball, if then snapped, shall not be regarded as in play or the scrimmage begun.

## RULE 7.

(a) A *Fair catch* consists in catching the Fair catch. ball after it has been kicked by one of the opponents and before it touches the ground, or in similarly catching a punt-out by another of the catcher's own side, provided the player while making the catch, makes

a mark with his heel and takes not more than one step thereafter. It is not a fair catch if the ball after the kick, was touched by another of his side before the catch. Opponents who are off-side shall not interfere in any way with a player who has an opportunity to make a fair catch, nor shall he be thrown to the ground after such catch is made unless he has advanced beyond his mark.

Putting ball in play after fair catch. (b) If a side obtains a fair catch, the ball must be put in play by a punt, drop-kick or place-kick, and the opponents cannot come within ten yards of the line on which the fair catch was made; the ball must be kicked from some point directly behind the spot where the catch was made, on a line parallel to the side line.

### RULE 8.

Goal. A *Goal* is made by kicking the ball in any way, except by a punt, from the field of play over the cross-bar of the opponents' goal, or as provided in rules for conversion of touchdown. If the ball passes directly over one of the uprights it counts a goal.

*NOTE—If the ball, after being kicked, strikes an opponent and then passes over the cross-bar, it still counts a goal.*

### RULE 9.

Charging. *Charging* is rushing forward to seize or block the ball or to tackle a player.



# RULE 10.

(a) In a scrimmage no part of any player shall be ahead of the ball when it is put in play. [Exception under Rule 6 (c).] Off-side.

*NOTE—Ahead of the ball means between the opponents' goal and a line parallel to the goal line and passing through the point of the ball nearest to the goal line of the side not in possession.*

(b) A player is put off-side if the ball in play has last been touched by one of his own side behind him. No player, when off-side, shall touch the ball except on a fumble or a muff, nor shall he interrupt or obstruct an opponent with his hands or arms until again on side. [This shall not be so interpreted as to prevent a man who is running down the field under a kick from using his hands or arms to push opponents out of the way in order to get at the ball or the man catching it.] No player can, however, be called off-side behind his own goal line. Player put off-side. Restrictions when off-side.

*NOTE—If a player is ahead of the ball when it is kicked by another of his side, he is off-side, and he shall not allow the ball to touch him until again on-side. Should he break this rule, the ball goes to opponents on the spot, except as specified in (d) of this rule.* Kicked ball strikes player off-side.

(c) A player being off-side is put on-side when the ball has touched an opponent, or Player off-side put on-side.

when one of his own side has run in front of him, either with the ball, or having been the last player to touch it when behind him.

The man who, standing back of his own line of scrimmage, receives the ball from one of his own side and then kicks it beyond the line of scrimmage, may not put other men on-side by running ahead of them, nor may he himself get the ball until after it has touched a player of the opposing side.

*EXPLANATION*—The Rules Committee desires to state that the reason for this prohibition is in order that there may be no excuse whatever for running into the full-back after he has kicked the ball. The above rule renders it impossible for him either to put men on-side or himself get the ball, and this takes away all excuse for roughness of this nature, and the Committee expects officials to severely punish any such unnecessary roughness.

Ball inside 10 yard line touched by a player who is off-side. (d) If the ball, when not in possession of either side, is touched when inside the opponents' 10-yard line by a player who is off-side, it shall go as a touchback to the defenders of that goal.

### RULE 11.

Ball is dead. The ball is *Dead*:

(a) Whenever the referee blows his whistle or declares a down.



(b) When the referee has declared that a down, touchdown, touchback, safety or goal has been made.

(c) When a fair catch has been heeled.

(d) When it has been downed after going out of bounds.

(e) When the ball goes out of bounds after a kick before touching a player who is on-side.

If the umpire signals a foul, the play continues until the ball is dead under some one of the above provisions, when the referee must enforce the penalty called for by the umpire's decision. The side offended may, however, refuse to accept the penalty.

*NOTE—(a) Should the ball strike an official it is not regarded as dead, but play continues exactly as if the ball had not touched him.*

(b) *No play can be made when the ball is dead, except to put it in play according to rule.*

## RULE 12.

(a) The length of the game shall be 70 minutes, divided into two halves of 35 minutes each, exclusive of time taken out. There shall be ten minutes intermission between the two halves. Length of game

*NOTE—The game may be of shorter duration by mutual agreement between the captains of the contesting teams.*

**Darkness.** *Whenever the commencement of a game is so late that in the opinion of the referee, there is any likelihood of the game being interfered with by darkness, he shall, before play begins, arbitrarily shorten the two halves to such length as shall insure two equal halves being completed, and shall notify both captains of the exact time thus set. Either side refusing to abide by the opinion of the referee on this point shall forfeit the game.*

**Final score.** (b) The game shall be decided by the final score at the end of the two halves.

**Time called at end of a half.** (c) Time shall not be called for the end of a half until the ball is dead, and in case of a touchdown, the try-at-goal shall be allowed.

**Time taken out.** (d) Time shall be taken out whenever the game is unnecessarily delayed or while the ball is being brought out for a try-at-goal, kick-out, or kick-off, or when play is for any reason suspended by the referee. Time shall be taken out after a fair catch. Time shall begin again when the ball is actually put in play.

**Time not taken out when ball out of bounds.** *NOTE—Time is not to be taken out when the ball goes out of bounds except in case of unreasonable delay in returning the ball to play.*

**No delay longer than two minutes.** (e) No delay arising from any cause whatsoever shall continue more than two minutes. Any unreasonable delay shall be

penalized under Rule 28 (A and D), and persistent delay shall be penalized as provided for in Penalties—D.

### RULE 13.

(a) The captains of the opposing teams shall toss up a coin before the beginning of a game, and the winner of the toss shall have his choice of goal or kick-off. If the winner of the toss selects the goal, the loser must take the kick-off. The ball shall be kicked off at the beginning of each half, the kick-off at the beginning of the second half being made by the side that did not first kick off at the beginning of the game. The teams shall change goals after every try-at-goal following a touchdown, and after every goal from the field, and the side just scored upon shall have the option of kicking off or of having their opponents kick off. At the beginning of the second half the teams shall take opposite goals from those assumed at the beginning of the first half.

(b) At kick-off, if the ball goes out of bounds before it is touched by an opponent, it shall be brought back and kicked off again. If it is kicked out of bounds a second time it shall go as a kick-off to the opponents. If either side thus forfeits the ball twice, it shall go to the opponents, who

Beginning of  
game and of  
second half.

Ball kicked out  
of bounds at  
kick-off.

shall put it in play by a scrimmage at the center of the field.

Ball kicked across goal line at kick-off. (c) At kick-off, or at any other time, if the ball is kicked across the goal line and is there declared dead when in the possession of one of the side defending the goal, it is a touchback. If the ball is not declared dead, the side defending the goal may run with it or kick it exactly as if it had not crossed the goal line. If it is declared dead thus in possession of the attacking side, it is a touchdown.

Position of opponents at kick-out and kick from fair catch. (d) At kick-off and on a punt or drop-kick from a fair catch, the opposite side must stand at least 10 yards in front of the ball until it is kicked. On a kick-out, the opposite side cannot stand nearer the goal than the 25-yard line, except on a kick-out made after a try at field goal from scrimmage upon a first down inside the 25-yard line, when the 10-yard line is the restraining mark. [See Rule 23, exception.]

## RULE 14.

Position on free-kick. (a) The side which has a free-kick must be behind the ball when it is kicked.

*NOTE—Otherwise the kick must be made again under conditions laid down in Penalties—H.*

Must kick ball 10 yards. (b) In the case of a kick-off, kick-out, kick from a fair catch, the ball must be

kicked a distance of at least 10 yards towards the opponents' goal from the line restraining the player making the kick, unless it is stopped by an opponent; otherwise the ball is not in play.

## RULE 15.

(a) Charging is lawful, in case of a punt-out or kick-off, as soon as the ball is kicked; and the opponents must not charge until the ball is kicked. Lawful charging.

(b) In case of any other free-kick, charging is lawful: (1) When the player of the side having the free-kick advances beyond his restraining line or mark with the ball in his possession; (2) If he allows the ball to touch the ground by accident or otherwise. Ball touching the ground by accident.

(c) If such lawful charging takes place, and if the side having the free-kick fails to kick the ball, then the opponents may line up 5 yards ahead of the line which restrained them before charging. In that case, the side having the free-kick must kick the ball from some point directly behind its mark, if the free-kick resulted from a fair catch, and in other cases from behind the new restraining line. After lawful charging ball must be kicked.

*EXCEPTION—If, in case of a try-at-goal, after a touchdown, the ball is not kicked, after having been allowed to touch the ground*

*once, no second attempt shall be permitted, and the ball shall be kicked off at the center of the field. (Rule 13.)*

### RULE 16.

No interference with snapper-back. (a) The snapper-back is entitled to full and undisturbed possession of the ball. The opponents must neither interfere with the snapper-back nor touch the ball until it is actually put in play.

Snapper-back off-side. (b) In snapping the ball back, if the player so doing is off-side, the ball must be snapped again, and if this occurs once more on the same down, the opponents shall receive 5 yards, the number of the down and the point to be gained remaining unchanged. If the player is off-side for the third time on the same scrimmage the ball shall go to the opponents.

Snapper-back and player opposite restrained from touching the ball. (c) The man who snaps back and the man opposite him in the scrimmage may not afterward touch the ball until it has touched some player other than these two. If this rule is broken the ball goes to the opponents on the spot of the foul.

Restrictions when ball is put in play by kick forward. (d) If the man who puts the ball in play in a scrimmage kicks it forward, no player of his side can touch it until it has gone 10 yards into the opponents' territory, unless it be touched by an opponent. If this rule is broken the ball goes to the opponents on the spot of the foul.



(e) The man who first receives the ball when it is snapped back shall not (save as provided in Rule 18, c) carry the ball forward beyond the line of scrimmage unless he has regained it after it has been passed to and has touched another player. Advance of ball by player first receiving it from snapper-back

### RULE 17.

(a) Before the ball is put in play no player shall lay his hands upon, or by the use of his hands or arms, interfere with an opponent in such a way as to delay putting the ball in play. Any such interference shall be regarded as delay of game. (Rule 28, A.) No interference with opponents before ball is in play.

(b) After the ball is put in play, the players of the side that has possession of the ball may obstruct the opponents with the body only, except the player running with the ball, who may use his hands and arms. No use of hands or arms by attacking side.

(c) The players of the side not having the ball may use their hands and arms, but only to get their opponents out of the way in order to reach the ball or stop the player carrying it. Defending side may use hands and arms.

### RULE 18.

(a) Before the ball is put in play in a scrimmage, if any player of the side which has the ball takes more than one step in any direction, he must come to a full stop before the ball is put in play. Movement allowed before ball put in play.

*EXCEPTION—One man of the side having the ball may be in motion towards his own goal without coming to a stop before the ball is put in play.*

(b) At least six men of the side holding the ball must be on the line of scrimmage. If not more than six men are on the line of scrimmage one man of those not on the scrimmage line must be outside the position occupied by the man on the end of the line. In this rule "outside" means both feet outside the outside foot of the player at the end of the line.

(c) The first man receiving the ball from the snapper-back may carry the ball forward provided he crosses the line of scrimmage at least 5 yards outside of the snapper-back.

### RULE 19.

Throwing, passing or batting the ball. A player may throw, pass or bat the ball in any direction except toward his opponents' goal.

### RULE 20.

A down. (a) If a player having the ball is tackled, and the movement of the ball stopped, or if the player cries "down," the referee shall blow his whistle, and the side holding the ball shall put it down for a scrimmage.

(b) As soon as a runner attempting to go through is tackled and goes down, being held by an opponent, or whenever a runner



having the ball in his possession cries "down," or if he goes out of bounds, the referee shall blow his whistle and the ball shall be considered down at that spot.

(c) There shall be no piling up on the player after the referee has declared the ball dead. No piling up on player.

## RULE 21.

(a) If, in three consecutive downs (unless the ball crosses the goal line), a team has not advanced the ball 5 yards, it shall go to the opponents on the spot of the fourth down. Necessary gain in three downs.

*NOTE*—"Consecutive" means without going out of possession of the side holding it, except that—(1) having advanced the ball beyond the point necessary for the first down or the ball having actually passed into possession of the other side and then been fumbled and lost by them before having been declared dead by the referee; or, (2) by having kicked the ball they have given their opponents fair and equal chance of gaining possession of it. No kick, however, provided it is not stopped by an opponent, is regarded as giving the opponents fair and equal chance of possession unless the ball goes beyond the line of scrimmage. "Consecutive" downs.  
Kicked ball must go beyond line of scrimmage.

(b) When a distance penalty is given, the ensuing down shall be counted, as provided for under Penalties—*F*. First down after distance penalty.

## RULE 22.

Putting ball in play from out of bounds. If the ball goes out of bounds, whether it bounds back or not, a player of the side which secures it must bring it to the spot where the line was crossed, and there walk out with it at right angles to the side line, any distance not less than 5 nor more than 15 yards, and at that point put it down for a scrimmage, first declaring how far he intends walking.

## RULE 23.

Kick-out after safety or touchback. A side which has made a touchback or a safety must kick out, from not more than 25 yards outside the kicker's goal. If the ball goes out of bounds before striking a player, it must be kicked out again, and if this occurs twice in succession, it shall be given to the opponents as out of bounds on the 35-yard line on the side where it went out. At kick-out the opponents must be on the 25-yard line or nearer their own goal, and the kicker's side must be behind the ball when it is kicked. Should a second touchback occur before four downs. Should a second touchback occur before four downs have been played, the side defending the goal may have the choice of a down at the 25-yard line, or a kick-out.

*EXCEPTION—Whenever a side has tried a drop-kick or a place-kick from scrimmage*

*at the goal upon a first down inside the 25 yard line and the result has been a touch-back, the 10-yard instead of the 25-yard line, shall determine the position of the opponents, and the kicker's side must be behind the ball when it is kicked.*

After drop-kick at goal on first down inside 25 yards, kick-off from 10-yard line.

### RULE 24.

(a) A side which has made a touchdown must try at goal by a place-kick direct, or by a place-kick preceded by a punt-out if they so desire.

Try-at-goal after touchdown.

(b) After the try-at-goal, whether the goal be made or missed, the ball shall be kicked off at the center of the field, as provided in Rule 13.

After touch-down, defenders kick off.

### RULE 25.

(a) If the try be by a place-kick, a player on the side which has made the touchdown shall hold the ball for another of his side to kick at some point outside the goal on a line parallel to the side line passing through the point where the touchdown was declared. The opponents must remain behind their goal line until the ball has been placed upon the ground. The referee shall signal with his hand when the ball is placed on the ground.

Try-at-goal by place-kick.

(b) If the try-at-goal is to be preceded by a punt-out, the punter shall kick the ball from the point at which the line parallel to

Punt-out preceding try-at-goal.

the side line, and passing through the spot of the touchdown, intersects the goal line. The players of his side must stand in the field of play not less than 5 yards from the goal line.

Positions of players at punt-out. The opponents may line up anywhere on the goal line except within the space of 15 feet on each side of the punter's mark, but they shall not interfere with the punter. If a fair catch is made from a punt-out, the mark shall serve to determine the positions as the mark of any fair catch, and the try-at-goal shall then be made by a place-kick from this spot, or any point directly behind it. If a fair catch is not made on the first attempt the ball shall go as a kick-off at the center of the field to the defenders of the goal.

Defending side may charge. *NOTE—Since the defending team is on side, they may, of course, charge as soon as the ball is kicked and try to get the ball or interfere with the catch.*

Holder of ball may be off-side. (c) The holder of the ball and no other player in a place-kick from a fair catch or touchdown may be off-side or out of bounds without vitiating the kick.

## RULE 26.

Scoring. The following shall be the values of plays in scoring: Goal obtained by touchdown, 6 points; goal from field-kick, either a drop-

kick or place-kick, 4 points; touchdown failing goal, 5 points; safety by opponents, 2 points.

*NOTE—The 6 points is inclusive of the 5 points for touchdown; that is, kicking the goal adds but 1 point.*

## RULE 27.

(a) No one having projecting nails or iron plates on his shoes or any projecting metallic or hard substance on his person shall be allowed to play in a match. If head protectors are worn, no sole leather, papier mache, or other hard or unyielding material shall be used in their construction, and all other devices for protectors must be so arranged and padded as, in the judgment of the umpire, to be without danger to other players. Leather cleats upon the shoes shall be allowed as heretofore.

No metallic substances may be worn.

(b) A player may be substituted for another at any time at the discretion of the captain of his team.

Substitutes.

(c) There shall be no unnecessary roughness, throttling, hacking or striking with the closed fist.

No striking or unnecessary roughness.

(d) A player who has been replaced by a substitute cannot return to further participation in the game.

(e) There shall be no unnecessary delay of the game by either team.

No unnecessary delay.

No coaching. (f) There shall be no coaching, either by substitutes or by any other persons not participating in the game. No one except the twenty-two players shall, under any circumstances, come upon the field of play, save only in case of an accident to a player, and then but one official representative, and he previously designated to the umpire, shall have this right. Only five men shall be allowed to walk up and down on each side of the field. The rest, including substitutes, water carriers, and all who are admitted within the enclosure, must be seated throughout the game. None of these shall come upon the field of play without permission of the umpire. Breach of any part of this rule shall constitute a foul, and be punished by a loss of 5 yards to the side whose man infringes, the number of the down and the distance to be gained for first down remaining unchanged.

No tripping. (g) There shall be no tripping.

## PENALTIES.

### RULE 28.

A Foul is any violation of a rule. The penalties for fouls shall be as follows:

#### A. **Loss of 5 yards.**

1. Coaching or infringement of any part of Rule 27, f.



2. Delay of game (Rule 12, *e*; Rule 17, *a*).
3. Interference with putting ball in play (Rule 16, *a*).
4. Off-side in scrimmage (Rule 10, *a*).
5. Starting before ball (Rule 18).
6. Scrimmage rule violated (Rule 18).
7. Snapper-back off-side second time in same down. (For third offence on same down the ball goes to opponents.) (Rule 16, *b*.)
8. Passing or batting ball forward (Rule 19).
9. Unsportsmanlike conduct (see provision "L" below).
10. Holding by defensive side of player not carrying the ball (Rule 17, *c*).
11. Snapper-back or man opposite touching ball before it has touched third man (Rule 16, *c*).
12. Piling up after ball has been declared dead (Rule 20, *c*).

***B. Loss of 15 yards.***

1. Tripping (Rule 27, *g*).
2. Holding or illegal use of hands or arms by team in possession of ball (Rule 17, *b*).
3. Illegal running by man receiving ball directly from snapper-back (Rule 16, *e*; Rule 18).
4. Interference with fair catch (see provision "G" below).

**C. Disqualification.**

1. Unnecessary roughness, throttling, hacking or striking with closed fist (Rule 27, c).

2. Violation of Rule 27, a, unless the fault is corrected within two minutes.

**D. Forfeiture of game.**

1. Refusing to play within two minutes after having been ordered by the referee to do so. (Rule 12, e.)

2. Defensive team committing fouls so near their goal line that these fouls are punishable only by halving the distance to the goal line in order, in the opinion of the referee, to delay the game. (The referee shall warn offending side once before declaring game forfeited.) (See Rule 28—K.)

**RULINGS IN CONNECTION WITH  
PENALTIES.**

**E.** When a foul has been committed and a signal to that effect has been given by the umpire or linesman, each acting within the limit of his authority as given under Duties of Officials, the referee shall call the ball back to the spot where the foul was committed and from that point exact the penalty as prescribed above.

When a foul has been declared the ball may not be again put in play until the penalty has been exacted or declined. (See next provision.)



The offended side may decline to accept the penalty, in which case play is resumed exactly as if no foul occurred.

*F.* Whenever a distance penalty has been given the ball shall be put in play by a scrimmage unless otherwise specifically provided for by the rules. This scrimmage shall be counted as first down if the offence was committed by the side not in possession of the ball. In case the side in possession of the ball was the offender, the down and point to be gained for first down shall remain the same as they were at the beginning of the scrimmage during which the foul occurred.

*EXCEPTION—If the foul was committed after a gain of such length that after the exaction of the distance penalty the ball is still in advance of the point necessary for first down when the ball was last put in play, the ensuing down shall be counted the first down, with five yards to gain for the next first down.*

In case neither side was in possession of the ball when the foul was committed—for example, if the ball was in the air or free upon the ground after a kick, fumble or poor pass—it shall go to the offended side as first down at the spot where the foul occurred.

Under this head would come the following:

1. In case of scrimmage kick on third down, the kicking side touching the ball after the kick before it passed the line of scrimmage (Rule 21).

2. Touching ball after a kick when player is off-side. (Except inside opponents' 10-yard line, when a touchback shall be declared.) (Rule 10, *b* and *d*.)

3. If ball not in possession is batted forward (Rule 19). In case of tripping, the distance penalty shall be given in addition.

G. If a player who has an opportunity of making a fair catch (Rule 7) is unlawfully obstructed by an opponent who is off-side and thus prevented from catching the ball, or if a player who has heeled a fair catch is thrown to the ground (unless he has advanced beyond his mark) his side shall have the choice of two penalties, viz.:—

1. They may receive 15 yards, in which case they must put the ball in play by a scrimmage; or,

2. They may receive 5 yards, in which case they must put the ball in play by a punt, drop-kick or place-kick.

H. In any case of free-kick (Rule 2, *f*, and 15, *b*) if the kicker advances beyond his mark before kicking the ball, no matter whether he then kicks it or not, the opponents shall be allowed to line up 5 yards nearer the kicker's mark, and the

kick shall then be made from some point back of the first mark and at the same distance from the side line.

This shall also apply when the side having a free-kick allows the ball to touch the ground (Rule 15, *b*; Rule 25, *b*) and then fails to kick it (kick-off and try-at-goal after touchdown excepted). The same ruling shall be given in case any player of the side making a free-kick is ahead of the ball when it is kicked (Rule 14, *a*).

*I.* In the case of a free-kick, if the opponents charge before the ball is put in play (Rule 13, *d*) they shall be put back 5 yards for every such offense and the ball shall be put in play again by a kick from a point which may be 5 yards nearer the opponents' goal if the kicking side so desire.

*NOTE*—*In case a team is penalized under this rule at or near their goal line, e. g., in case of illegal charging during a try-for-goal after touchdown or throwing the catcher of a punt-out, the regular penalty shall be exacted even though it results in placing them behind their own goal line. A second offense here shall be penalized exactly as if it had occurred outside the goal line.*

*J.* Whenever the rules provide for a distance penalty, if the distance prescribed would carry the ball nearer to the goal line than the 5-yard line, the ball shall be

down on the 5-yard line. If, however, the foul was committed inside the 10-yard line, half the distance to the goal line shall be given.

K. If a team on the defense commits fouls so near their own goal that these fouls are punishable only by the halving of the distance to the line, the object being, in the opinion of the referee, to delay the game, the offending side shall be regarded as refusing to allow the game to proceed. The referee shall in such case warn the offending side once and if the offense is repeated, he shall declare the game forfeited to the opponents.

L. In case the game is interfered with by some act palpably unsportsmanlike and not elsewhere provided for in these rules, the umpire shall have the power to award 5 yards to the offended side, the number of the down and the point to be gained for the first down being determined as provided for in "F."

## DUTIES OF OFFICIALS.

### I.—THE REFEREE.

#### RULE 29.

Rules in which The Referee is responsible for the enforcement of Rules 1, 2, 3, 4, 5, 6 (*a, b* and *d*);  
 Referee has jurisdiction. 7 (except as relates to interference, throwing catcher, and positions of players); 8,

11, 12, 13 (except *d*); 14, *b*; 16, *a* and *e*; 18, *c*; 19, 20 (*a* and *b*); 21, 22, 23 (except as relates to positions of players); 24, 25 (except as relates to positions of players and interference); 26, 27 (*e* and *f*).

In making his decisions the Referee must recognize and allow precedence to any foul. Precedence to penalty inflicted by the umpire for a foul.

The Referee's decisions are final upon all points not specified under the duties of the Umpire. Points not covered by Umpire.

The Referee shall see that the ball is properly put in play, and he is judge of its position and progress. Putting ball in play and progress.

He is judge of forward passes, of interference with the snap-back, and of the advance of the ball by the player who first receives it from the snapper-back when the ball is put in play from a scrimmage (Rule 16, *a* and *e*), and offenses under Rule 18, *c*. Forward passing and snapping back.

At the beginning of a game and in every case after time has been taken out, he shall ascertain from each captain that his team is ready, before ordering play to begin. Notice to captains when commencing play.

He is sole authority for the score of the game and is judge of forfeiture of the game under the rules. Score and forfeiture.

The Referee may appeal to both the Umpire and Linesman for testimony upon all points within his jurisdiction. Appeal to other officials.



Must volunteer testimony in case of unlawful coaching. The Referee must volunteer testimony to the Umpire concerning infringement of Rule 27 (*c* and *f*).

## II.—THE UMPIRE.

Duties of Umpire. The Umpire is responsible for the enforcement of all rules whose infringement is punishable by a distance penalty or by the surrender of the ball by one team to the opponents, except 13, *b*; 16, *a* and *e*; 18, *c*; 19 and 23, viz.: Rules 6, *c*; 9, 10, 13, *d*; 14, *a*; 15, 16 (except *a* and *e*); 17, 18 (except *c*), 20, *c*; 27.

Fouls. The Umpire is judge of the conduct of the players, and his decision is final regarding such fouls as are not specifically placed within the jurisdiction of the Referee.

Charging and position. The Umpire is judge of charging, and of the positions of players whenever the ball is put in play.

Appeal for testimony. He may appeal to both the Referee and Linesman for testimony in cases of fouls seen by them, and it shall be their duty to volunteer testimony concerning violations of Rule 27 (*c* and *f*).

*NOTE—Captains and players, however, may not appeal to the Referee or Linesman for their testimony upon the points just mentioned.*

The Umpire shall not signal with his horn or bell, except to declare a foul committed.

Whenever the Umpire notices or is informed by the Referee or Linesman that a substitute or any other person not participating in the game is coaching, he shall immediately exclude the offender for the remainder of the game from the neighborhood of the field of play; *i. e.*, send the offender behind the ropes or fence surrounding the field of play.

Furthermore, he shall exact the penalty as provided in Rule 28.

*NOTE—The Referee should use a whistle to indicate cessation of play on downs, fair catches and fouls, and the umpire (and linesman) should use a horn or a bell of some kind, distinguishable from the referee's whistle, to indicate that a foul has been committed.*

Use of whistles.

### III.—THE LINESMAN.

The Linesman shall, under the supervision of the Referee, mark the distances gained or lost in the progress of the play.

Duties of Linesman.

He shall remain on the side lines and be provided with two assistants, who shall remain outside the field of play and who shall use, in measuring distance, the rope or chain mentioned in Note under Rule 1 (*d*).

Assistants' implements.

The Linesman shall, under the direction of the referee, also keep the time, and he should use a stop-watch in so doing. He should start his watch not when the Referee

Stop-watch.

blows his whistle, but when the ball is put in play.

Linesman must penalize a side for tripping of ends on a kick, to be in position to see that the ends are on-side when the ball is put in play in a scrimmage. In case the Linesman gives a decision against one side and the Umpire against the other on the same play, the penalties being other than disqualification, the ball shall be brought back to the point where it was put in play and played over again, the number of the down and the point to be gained for first down remaining the same. In case of disqualification by either official, at any time, the disqualification shall stand. In case the Linesman and Umpire each signals a foul against the same side during the same scrimmage (unnecessary roughness excepted) only one penalty shall be given, viz.: that for the foul committed first. In case it is impossible to say which foul occurred first the penalty shall be exacted only for the foul noted by the Umpire.

The Linesman shall notify the captains of the time remaining for play, not more than 10 nor less than 5 minutes before the end of each half.



## Index to Rules

	RULE	PAGE
Advance of ball by player first receiving it from snapper-back...	16	143
Advancing beyond mark on free kick, penalty for.....	28	154
Ahead of ball, definition of.....	10	135
Ball, description of.....	1	128
Ball, advance of, by player first receiving it.....	16	143
Ball, batting of, toward opponent's goal.....	19	144
Ball, if official is struck by.....	11	137
Ball in play, no interference with opponents before.....	17	143
Ball kicked forward in scrimmage.....	16	142
Ball, measuring position of.....	1	129
Ball, when dead.....	11	136
Ball, no play when, is dead .....	11	137
Ball not kicked after touching ground.....	15	141
Ball, passing of, toward opponent's goal.....	19	144
Ball put in play, movement allowed before.....	18	143
Ball, throwing of, toward opponent's goal.....	19	144
Ball touching the ground by accident.....	15	141
Ball touching ground before free kick, penalty for.....	28	155
Batting ball, penalty for.....	28	151
Batting the ball toward opponent's goal.....	19	144
Beginning of game and of second half.....	13	139
Beginning of game, kicking ball off at.....	13	139
Catcher thrown, penalty for.....	28	154
Change of goals.....	13	139
Charging, definition of.....	9	134
Charging before ball put in play, penalty for.....	28	155
Charging, lawful.....	15	141
Charging, lawful, by defending side.....	25	148
Charging, lawful, ball kicked after.....	15	141
Clothing of players.....	27	149
Coaching during game.....	27	150
Coaching during game, penalty for.....	28	150
Darkness.....	12	138
Dead, definition of when ball is.....	11	136
Dead, no play when ball is.....	11	137
Declination of penalty.....	28	153
Defending side, use of hands and arms by.....	17	143
Defending side, when charging is lawful for.....	25	148
Delay, unnecessary.....	27	149

	RULE	PAGE
Delay, not longer than two minutes.....	12	138
Delay, unnecessary, penalty for.....	28	151
Distance penalties near goal line.....	28	153
Disqualification .....	28	152
Downs, consecutive .....	21	145
Down, definition of.....	20	144
Down, first, after distance penalty.....	21	145
Downs, necessary gain in 3 .....	21	145
Drop-kick, definition of.....	2	129
Drop-kick on first down, kick-off after.....	23	147
Duties of Referee.....	29	156
Duties of Umpire.....	29	158
Duties of Linesman.....	29	159
End of half, time called at.....	12	138
Fair catch, interference with, penalty for.....	28	151
Fair catch, definition of.....	7	133
Fair catch, putting ball in play after.....	7	134
Fair catch, opponents off-side shall not interfere with.....	7	134
Feint to snap the ball.....	6	133
Field, marking of.....	1	128
Field, dimensions of.....	1	128
Final score.....	12	138
Foot ball, description of.....	1	128
Forfeiture of game.....	28	152
Formations allowed.....	18	144
Forward pass, penalty for.....	28	151
Foul when ball in possession of neither side, penalty for.....	28	153
Fouls near goal line.....	28	156
Free-kick, definition of.....	2	130
Free-kick, advancing beyond the mark on, penalty for.....	28	154
Free-kick, different kinds of.....	2	130
Free-kick, position of players at .....	14	140
Gain, necessary, in 3 downs .....	21	145
Game, beginning of.....	13	139
Game, beginning of, kicking ball off at.....	13	139
Game, length of.....	12	137
Game, shortening of, by agreement between captains.....	12	137
Game, shortening of, by referee.....	12	138
Gain or loss in 3 downs.....	21	145
Goal, definition of.....	8	134
Goal line, ball kicked across, at kick-off.....	13	140
Goal line, distance penalties near.....	28	155
Goal line, repeated fouls near.....	28	156
Goal posts.....	1	128
Goals, change of.....	13	139
Hacking.....	27	149
Hacking, penalty for.....	28	152

	RULE	PAGE
Half, end of, time called at.....	12	138
Hands and arms, use of, by attacking side.....	17	143
Hands and arms, use of, by defending side.....	17	143
Hands and arms, use of, penalty for.....	28	151
Head gears.....	27	149
Holder of ball may be off-side.....	25	148
Holding, penalty for.....	28	151
Interference with fair catch, penalty for.....	28	151
Interference with opponents before ball in play, no.....	17	143
Interference with snapper-back, no.....	16	142
Interference with snapper-back, penalty for.....	28	151
Intermission, length of.....	12	137
Kick must be 10 yards.....	14	140
Kicked ball must go beyond line of scrimmage.....	21	145
Kick-out, definition of.....	2	130
Kick-out after safety or touchback.....	23	146
Kick-out, positions of opponents at.....	23	146
Kick-off after try-at-goal.....	24	147
Kick from fair catch, positions of opponents at.....	13	140
Kick-off, definition of.....	2	130
Kick-off, ball kicked out of bounds at.....	13	139
Kick-off, ball kicked across goal line at.....	13	140
Kick-off after drop-kick on first down.....	23	147
Kick-off after score.....	13	139
Kick-off, at beginning of game.....	13	139
Kick-off, at beginning of second half.....	13	139
Kicking ball forward in scrimmage.....	16	142
Lawful charging.....	15	141
Lawful charging, ball kicked after.....	15	141
Lawful charging by defending side.....	25	148
Length of game.....	12	137
Length of intermission.....	12	137
Length of game, shortening of, by agreement between captains.....	12	137
Length of game, shortening of, by referee.....	12	138
Linesman, duties of.....	29	159
Loss of 5 yards.....	28	150
Loss of 15 yards.....	28	151
Metallic substances not to be worn.....	27	149
Mid-field, formation allowed in.....	18	144
Movement allowed before ball put in play.....	18	143
Officials.....	1	128
Official, if ball strikes an.....	11	137
Off-side play in scrimmage, definition of.....	10	135
Off-side, player put.....	10	135
Off-side, restrictions when.....	10	135
Off-side, kicked ball strikes player.....	10	135
Off-side, player put on side after being.....	10	135

	RULE	PAGE
Off-side, ball inside 10-yard line touched by a player who is.....	10	136
Off-side, holder of ball may be.....	25	148
Off-side, how player is put.....	10	135
Off-side, if player touch ball when.....	10	136
Off-side, penalty for.....	28	151
Off-side play in snapping the ball back.....	6	133
Off-side, snapper-back.....	16	142
On-side, kicker may not put others.....	10	135
On-side, player put, after being put off-side.....	10	135
Out of bounds, definition of.....	3	130
Out of bounds, ball kicked, at kick-off.....	13	139
Out of bounds, putting ball in play from.....	22	146
Passing the ball toward opponents' goal.....	19	144
Penalties.....	28	150
Penalties near goal line.....	28	155
Penalty, first down after distance.....	21	145
Penalty right to decline.....	28	153
Piling up on player.....	20	145
Piling up, penalty for.....	28	151
Players, number of.....	1	128
Player opposite snapper-back may not touch ball.....	16	142
Place-kick, try-at-goal by.....	25	147
Place-kick, definition of.....	2	130
Positions of opponents at kick-out.....	23	146
Position of players at punt-out.....	25	148
Position of ball, measuring of.....	1	129
Position of players on free-kick.....	25	148
Position of opponents at kick-out and kick from fair catch.....	13	140
Punt, definition of.....	2	130
Punt-out, definition of.....	5	132
Punt-out preceding try-at-goal.....	25	147
Punt-out, position of players at.....	25	148
Putting ball in play after fair catch.....	7	134
Putting ball in play from out of bounds.....	22	146
Quarter-back running with ball, penalty for foul by.....	28	151
Quarter-back running with the ball, rule governing.....	18	144
Refusing to play, penalty for.....	28	152
Referee, duties of.....	29	156
Repeated fouls near goal line.....	28	155
Restrictions when ball is put in play by kick forward.....	16	142
Right to decline penalty.....	28	153
Roughness.....	27	149
Roughness, unnecessary, penalty for.....	28	152
Safety, definition of.....	4	132
Safety or touchback, kick-out after.....	23	146
Scoring.....	26	148
Score, final.....	12	138
Scrimmage.....	6	132

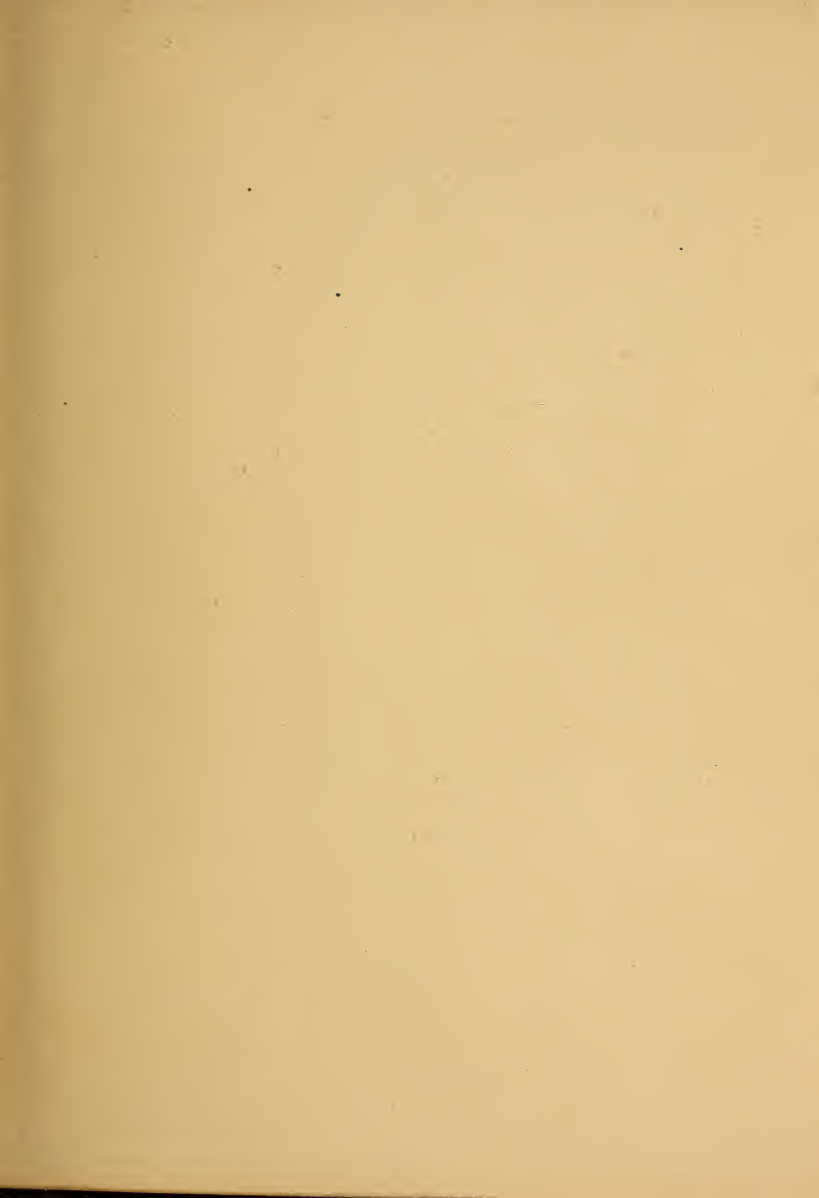
	RULE	PAGE
Scrimmage, end of.....	6	133
Scrimmage, kicked ball must go beyond line of .....	21	145
Scrimmage, penalties for violations of rules governing.....	28	151
Second touchback before four downs.....	23	146
Second half, beginning of, kicking ball off at.....	13	139
Side lines, men allowed on.....	27	150
Snapper-back may not touch the ball.....	16	142
Snapper-back off-side.....	16	142
Snapper-back off-side.....	6	133
Snapper-back, no interference with.....	16	142
Snapper-back, interference with, penalty of.....	28	151
Snapper-back, may not touch the ball.....	16	142
Snapping the ball, definition of.....	6	133
Snap the ball, feint to.....	6	133
Starting before ball put in play, penalty for.....	23	151
Striking with closed fist.....	27	149
Striking with closed fist, penalty for.....	28	152
Substitutes.....	27	149
Substitute, player replaced by.....	27	149
Taking out time.....	12	138
Throttling.....	27	149
Throttling, penalty for.....	28	152
Throwing the ball toward opponent's goal.....	19	144
Time called at end of a half.....	12	138
Time, when it shall begin .....	12	138
Time, when taken out.....	12	138
Time not taken out when ball out of bounds.....	12	138
Touchback, definition of.....	4	131
Touchback, second, before 4 downs.....	23	146
Touchback or safety, kick-out after.....	23	146
Touchdown, definition of.....	4	131
Touchdown, marking of.....	4	131
Touchdown, try-at-goal after.....	24	147
Tripping.....	27	150
Tripping, penalty for.....	28	151
Try-at-goal by place-kick.....	25	147
Try-at-goal after touchdown .....	24	147
Try-at-goal, kick-off after.....	24	147
Try-at-goal, punt-out preceding.....	25	147
Umpire, duties of.....	29	158
Unnecessary delay.....	27	149
Unnecessary delay, penalty for .....	28	151
Unnecessary roughness.....	27	149
Unnecessary roughness, penalty for.....	28	152
Unsportsmanlike action, penalty for.....	28	151
Use of hands and arms by attacking side.....	17	143
Use of hands and arms by defending side.....	17	143
Use of hands and arms, penalty for.....	28	151



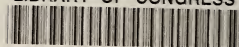




SEP 8 1904



LIBRARY OF CONGRESS



0 019 953 865 2